

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of claims:

Claims 1-17 (canceled).

18. (Currently Amended) A method of operating a gaming device, the method comprising:

receiving from a remote device encrypted executable code for a plurality of games including a first game and a second game, wherein the first game includes a first set of operating data for at least one of first audio data or first video data for generating the first game on the gaming device, and the first set of operating data is encrypted with a first private key, and wherein the second game includes a second set of operating data for at least one of second audio data or second video data for generating the second game on the gaming device, and the second set of operating data is encrypted with a second private key;

storing on the gaming device the encrypted executable code for the plurality of games including the first set of operating data for the first game and the second set of operating data for the second game;

receiving by the gaming device from the remote device only one of the first private key or the second private key in order to prevent execution of only one of the first game or the second game on the gaming device;

decrypting, by the gaming device, one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key selected to recover the one of the first set of operating data or the second set of operating data;

sending, by the gaming device, information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device for authentication of the decrypted one of the first set of operating data or the second set of

operating data after decrypting one of the first set operating data or the second set of operating data;

taking remedial action by the gaming device when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device, wherein the remedial action includes not allowing the decrypted one of first set of operating data or the second set of operating data to be executed by the gaming device;

storing the decrypted one of the first set of operating data or the second set of operating data on the gaming device when the decrypted one is authenticated by the remote device; and

executing the first game or the second game on the gaming device utilizing the decrypted one of the first set of operating data or the second set of operating data when the decrypted one is authenticated by the remote device.

19. (Previously Presented) The method in accordance with claim 18 comprising selecting one of a first secure access module in which the first private key is stored or a second secure access module in which the second private key is stored.

20. (Previously Presented) The method in accordance with claim 19 comprising using the one of the first secure access module or the second secure access module to decrypt the one of the first set of operating data or the second set of operating data.

21. (Previously Presented) The method in accordance with claim 18 comprising storing the one of the first set of operating data or the second set of operating data at the gaming device.

22 (Previously Presented) A gaming device comprising:

a memory device for storing executable code for a plurality of games including a first game and a second game each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for the first game comprising at least one of first audio data or first video data for generating the first game reversibly encrypted with a first private key and a second set of operating

data for the second game comprising at least one of second audio data or second video data for generating the second game reversibly encrypted with a second private key;

a secure access module including one of the first private key or the second private key stored therein, the secure access module capable of decrypting one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key stored therein, wherein only one of the first private or the second private key is provided on the gaming device to prevent execution of the first game or the second game on the gaming device;

a programmable memory for storing decrypted one of the first set of operating data or the second set of operating data;

a controller operable to: a) send information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device to authenticate the decrypted one of the first set of operating data or the second set of operating data after the secure access module has decrypted one of the first set of operating data or the second set of operating data; b) take remedial action when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device; and c) use the decrypted one of the first set of operating data or the second set of operating data during the operation of the gaming device to generate the first game or the second game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the first game or the second game using the credits; and

a display mechanism for displaying the outcome of the first game or the second game.

23. (Previously Presented) The gaming device in accordance with claim 22 comprising a control code effecting location of the secure access module.

24. (Previously Presented) The gaming device in accordance with claim 22 wherein the controller includes a processor in communication with the programmable memory.

25. (Previously Presented) The gaming device in accordance with claim 22 wherein the programmable memory comprises RAM.

26. (Previously Presented) The gaming device in accordance with claim 22 including a communications link associated with the controller permitting the first set of operating data and the second set of operating data to be transmitted to the gaming device from a remote location.

27. (Previously Presented) The gaming device of claim 22, wherein the first game is approved for use in a first gaming jurisdiction and the second game is approved for use in a second gaming jurisdiction different from the first gaming jurisdiction.

28. (Previously Presented) The gaming device of claim 22, wherein the remedial action is to erase one of a private key or code stored on the gaming device.

29. (Previously Presented) The gaming device of claim 22, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a signature calculated from the decrypted one of the first set of operating data or the second set of operating data.

30. (Previously Presented) The gaming device of claim 22, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a portion of the decrypted one of the first set of operating data or the second set of operating data.

31. (Previously Presented) The method of claim 18, wherein the first game is approved for use in a first gaming jurisdiction and the second game is approved for use in a second gaming jurisdiction different from the first gaming jurisdiction.

32. (Previously Presented) The method of claim 18, wherein the remedial action is to erase one of a private key or code stored on the gaming device.

33. (Previously Presented) The method of claim 18, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a signature calculated from the decrypted one of the first set of operating data or the second set of operating data.

34. (Previously Presented) The method of claim 18, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a portion of the decrypted one of the first set of operating data or the second set of operating data.

35. (Previously Presented) A gaming system comprising:

- a gaming device comprising:

- a memory device for storing executable code for a plurality of games including a first game and a second game each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for generating the first game reversibly encrypted with a first private key and a second set of operating data for generating the second game reversibly encrypted with a second private key;

- a secure access module including one of the first private key or the second private key stored therein, the secure access module capable of decrypting one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key stored therein, wherein only one of the first private or the second private key is provided on the gaming device to prevent execution of the first game or the second game on the gaming device;

- a programmable memory for storing decrypted one of the first set of operating data or the second set of operating data;

- a controller operable to: a) send information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device to authenticate the decrypted one of the first set of operating data or the second set of operating data after the secure access module has decrypted one

of the first set of operating data or the second set of operating data; b) take remedial action when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device; and c) use the decrypted one of the first set of operating data or the second set of operating data during the operation of the gaming device to generate the first game or the second game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the first game or the second game using the credits; and

a display mechanism for displaying the outcome of the first game or the second game;

the remote device operable a) to receive the information relating to the decrypted one of the first set of operating data or the second set of operating data, b) to authenticate the decrypted one of the first set of operating data or the second set of operating data, c) send a message to the gaming device comprising information indicating whether the decrypted one of the first set of operating data or the second set of operating data is authentic;

a communication link for allowing the remote gaming device and the gaming device to communicate.

36. (Previously Presented) A computer readable medium including computer program code for executing executable code for a game on a gaming machine, said computer readable medium comprising:

computer program code for obtaining a first private key for decrypting a first executable game for a first game stored in an encrypted format;

computer program code for using said first private key to decrypt said encrypted format of said executable code for a first game, thereby generating a decrypted format for said executable code for said first game;

computer program code for sending at least a portion of said decrypted format for said executable code to a gaming server for authentication of said decrypted format for said executable code for said first game;

computer program code for allowing said decrypted format for said executable code for said first game to be executed on said gaming machine when said gaming server authenticates said decrypted format for said executable code for said first game; and

computer program code for not allowing said decrypted format for said executable code for said first game to be executed on said gaming machine when said gaming server does not successfully authenticate said decrypted format for said executable code for said first game.

37. (Previously Presented) A method for controlling the execution of games by a gaming device, the method comprising:

determining which one of a plurality of games to be executed by a gaming device, wherein the gaming device stores encrypted executable code for the plurality of games including a first game and a second game, wherein the first game includes a first set of operating data for at least one of first audio data or first video data for generating the first game on the gaming device, and the first set of operating data is encrypted with a first private key, and wherein the second game includes a second set of operating data for at least one of second audio data or second video data for generating the second game on the gaming device, and the second set of operating data is encrypted with a second private key;

sending the gaming device only one of the first private key or the second private key in order to prevent execution of the first game or the second game on the gaming device based on the determining of which one of the plurality of games to be executed by a gaming device;

receiving from the gaming device information relating to the decrypted one of the first set of operating data or the second set of operating data after the gaming device has decrypted one of the first set operating data or the second set of operating data according to the first or second private key;

attempting to authenticate information relating to the decrypted one of the first set of operating data or the second set of operating data;

indicating to the gaming device to execute the first set of operating data or the second set of operating data when the information relating to the decrypted one of the first set of operating data or the second set of operating data is authenticated; and

indicating to the gaming device not to execute the first set of operating data or the second set of operating data when the information relating to the decrypted one of the first set of operating data or the second set of operating data is not authenticated.

38. (Previously Presented) A method as recited in claim 37, wherein said method further comprises:

sending the gaming device encrypted executable code for a plurality of games including a first game and a second game.

39. (Previously Presented) A computer readable medium including computer program code for performing the method recited in claim 37.

40. (Previously Presented) A gaming server for controlling the execution of games by a gaming device, wherein the gaming server comprises: one or more processors configured for and/or capable of:

determining which one of a plurality of games to be executed by a gaming device, wherein the gaming device stores encrypted executable code for the plurality of games including a first game and a second game, wherein the first game includes a first set of operating data for at least one of first audio data or first video data for generating the first game on the gaming device, and the first set of operating data is encrypted with a first private key, and wherein the second game includes a second set of operating data for at least one of second audio data or second video data for generating the second game on the gaming device, and the second set of operating data is encrypted with a second private key;

sending the gaming device only one of the first private key or the second private key in order to prevent execution of the first game or the second game on the gaming device based on the determining of which one of the plurality of games to be executed by a gaming device;

receiving from the gaming device information relating to the decrypted one of the first set of operating data or the second set of operating data after the gaming device has decrypted one of the first set operating data or the second set of operating data according to the first or second private key;

attempting to authenticate information relating to the decrypted one of the first set of operating data or the second set of operating data;

indicating to the gaming device to execute the first set of operating data or the second set of operating data when the information relating to the decrypted one of the first set of operating data or the second set of operating data is authenticated; and

indicating to the gaming device not to execute the first set of operating data or the second set of operating data when the information relating to the decrypted one of the first set of operating data or the second set of operating data is not authenticated.